

C++ Programming MCQ Question Answer

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Question: 1. Which of the following is true about const member functions?

- Option A. const members can be invoked on both const as well as nonconst objects
- Option B. const members can be invoked only on const objects and not on nonconst objects
- Option C. nonconst members can be invoked on const objects as well as nonconst objects
- Option D. none of the above

Question: 2. Which of the following relationship is known as inheritancerelationship?

- Option A. 'has-a' relationship
- Option B. 'is-a' relationship
- Option C. association relationship
- Option D. none of the above

Question: 3. If class A is friend of class B and if class B is friend of class C, which of the following is true?

- Option A. Class C is friend of class A
- Option B. Class A is friend of class C
- Option C. Class A and Class C do not have any friend relationship
- Option D. None of the above

Question: 4. A direct access file is:

- Option A. A file in which records are arranged in a way they are inserted in a file
- Option B. A file in which records are arranged in a particular order
- Option C. Files which are stored on a direct access storage medium
- Option D. None of the above

Question: 5. Which of the following is not a component of file system

- Option A. Access method
- Option B. Auxiliary storage management
- Option C. Free integrity mechanism
- Option D. None of the above

Question: 6. Which of the following are good reasons to use an object oriented language?

- Option A. You can define your data types
- Option B. Program statements are simpler than in procedural languages.
- Option C. An OO program can be taught to correct its own errors.
- Option D. It's easier to conceptualize an OO program.

Question: 7. When a language has the capacity to produce new data type, it is said to be

- Option A. Reprehensible
- Option B. Encapsulated
- Option C. Overload
- Option D. Extensible

Question: 8. A normal C++ operator that acts in a special way on newly defined data types is said to be

- Option A. Glorified
- Option B. Encapsulated
- Option C. Classified
- Option D. Overloaded

Question: 9. `main()` returns a value of type

- Option A. real
- Option B. char
- Option C. int
- Option D. null

Question: 10. Sharing of common information are achieved by the concept of

- Option A. Virtual copying
- Option B. Inheritance
- Option C. Encapsulation
- Option D. None of these

Question: 11. In a for loop with a multi-statement loop body, semicolons should appear following

- Option A. The for statement itself
- Option B. The closing brace in a multi-statement loop body
- Option C. Each statement within the loop body.
- Option D. The test expression

Question: 12. A variable defined within a block is visible

- Option A. From the point of definition onwards in the program
- Option B. From the point of definition onwards in the function
- Option C. From the point of definition onwards in the block
- Option D. Throughout the function

Question: 13. The library function `exit()` causes an exit from

- Option A. The loop in which it occurs
- Option B. The block in which it occurs
- Option C. The function in which it occurs
- Option D. The program in which it occurs

Question: 14. The `getch()` library function

- Option A. Returns a character when any key is pressed
- Option B. Returns a character when ENTER is pressed
- Option C. Display a character on the screen when a key is pressed
- Option D. Does not display a character on the screen

Question: 15. _____ argument(s) are passed in case of binary overloaded operators.

- Option A. Two
- Option B. One
- Option C. No
- Option D. None of the above

Question: 16. _____ argument(s) are passed in case of unary overloaded operators.

- Option A. Two
- Option B. One
- Option C. No
- Option D. None of the above

Question: 17. The && and || operators

- Option A. Compare two numeric values
- Option B. Combine two numeric values
- Option C. Compare two Boolean values
- Option D. Combine two Boolean values

Question: 18. The break statement causes an exit

- Option A. Only from the innermost loop
- Option B. Only from the innermost switch
- Option C. From all loops and switch
- Option D. Only from the innermost loops or switch

Question: 19. When accessing a structure member, the identifier to the left of the dot operator is the name of

- Option A. Structure member
- Option B. Structure tag
- Option C. Structure variable
- Option D. The keyword struct.

Question: 20. cc _____ option is used only to create object file

- Option A. -a
- Option B. -o
- Option C. -c
- Option D. none of these

Question: 21. :: is known as

Option A. scope resolution operator

Option B. global operator

Option C. Both (a) & (b)

Option D. None of these

Question: 22. Which of the following can legitimately be passed to a function?

Option A. A constant

Option B. A variable

Option C. A structure

Option D. A header file

Question: 23. _____ operator must have one class object

Option A. +

Option B. new

Option C. all

Option D. None of these

Question: 24. Overloaded functions

Option A. Are a group of functions with the same name

Option B. All have the same number and types of arguments

Option C. Make life simpler for programmer

Option D. May fail unexpectedly due to stress

Question: 25. In C++, the stream base class is

Option A. iostream

Option B. iofstream

Option C. ios

Option D. stdio

Question: 26. The template function declaration specifies

Option A. template class

Option B. a generic class

Option C. exception

Option D. identifier

Question: 27. In C++, the exception handler is invoked with a-

Option A. try block

Option B. throw exception

Option C. catch function

Option D. abort()

Question: 28. The exception is processed using

Option A. unexpected()

Option B. perform()

Option C. catch()

Option D. try()

Question: 29. A member function can always access the data

Option A. In the object of which it is a member

Option B. In the class of which it is a member

Option C. In the object of the class of which it is a member

Option D. In the public part of its class

Question: 30. Classes are useful because they

Option A. Are removed from memory when not in use

Option B. Permit data to be hidden from other classes

Option C. Bring together all aspects of an entity in one place

Option D. Can closely model objects in the real world

Answer Sheet

1	B	
2	A	
3	B	
4	C	
5	C	
6	A	
7	D	
8	D	
9	C	
10	B	
11	C	
12	C	
13	D	
14	A	
15	A	
16	B	
17	C	
18	A	
19	C	
20	B	
21	A	
22	B	
23	B	
24	A	
25	C	
26	B	
27	B	
28	C	
29	B	
30	B	